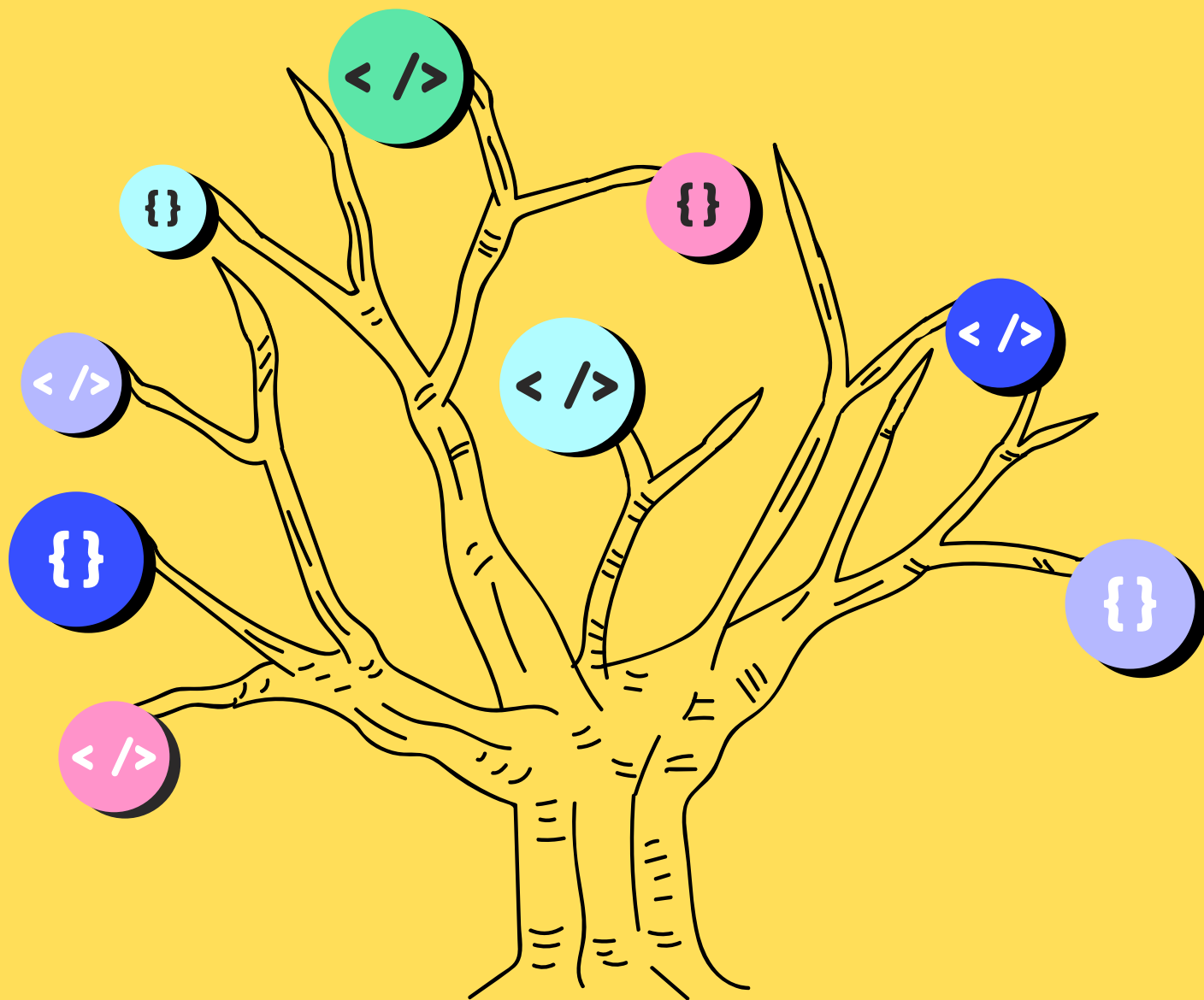


THE DOM











DOCUMENT

OBJECT

MODEL



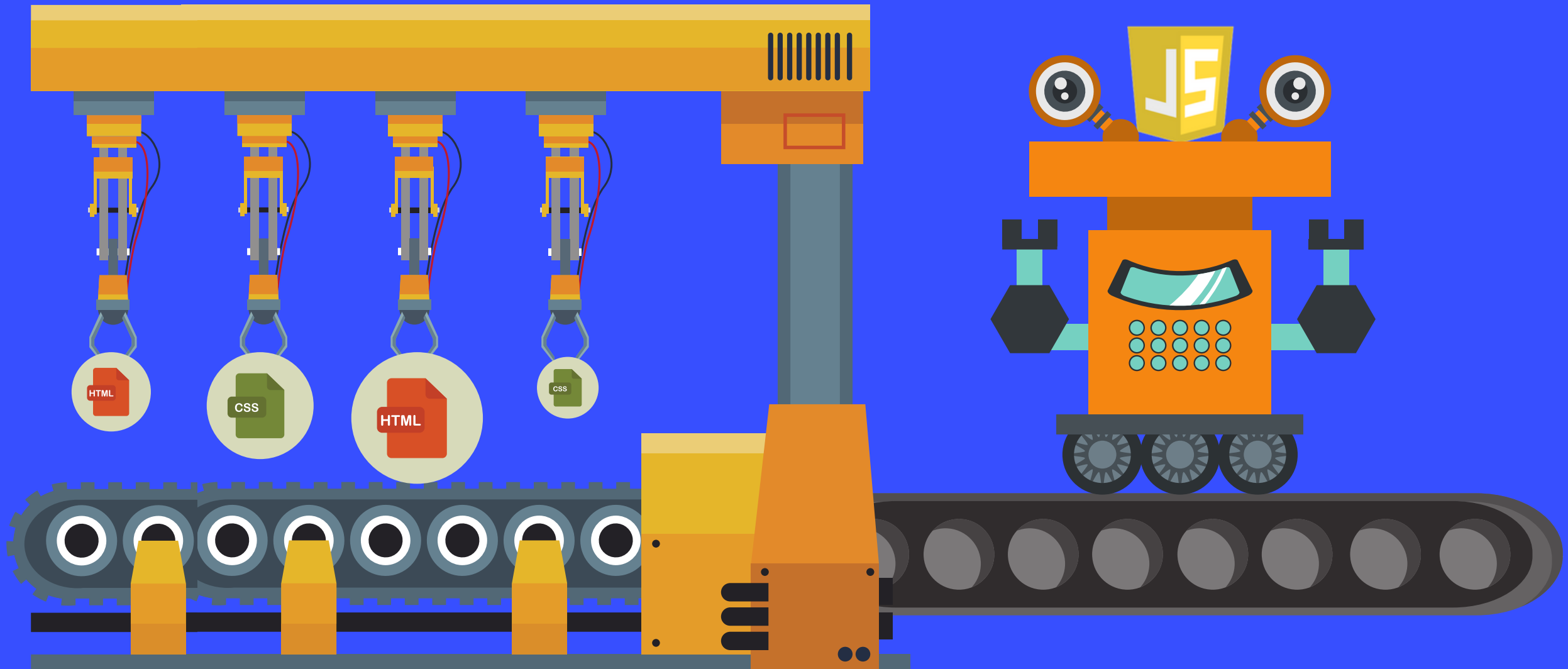
WHAT IS IT?

- The DOM is a JavaScript representation of a webpage.
- It's your JS "window" into the contents of a webpage
- It's just a bunch of objects that you can interact with via JS.



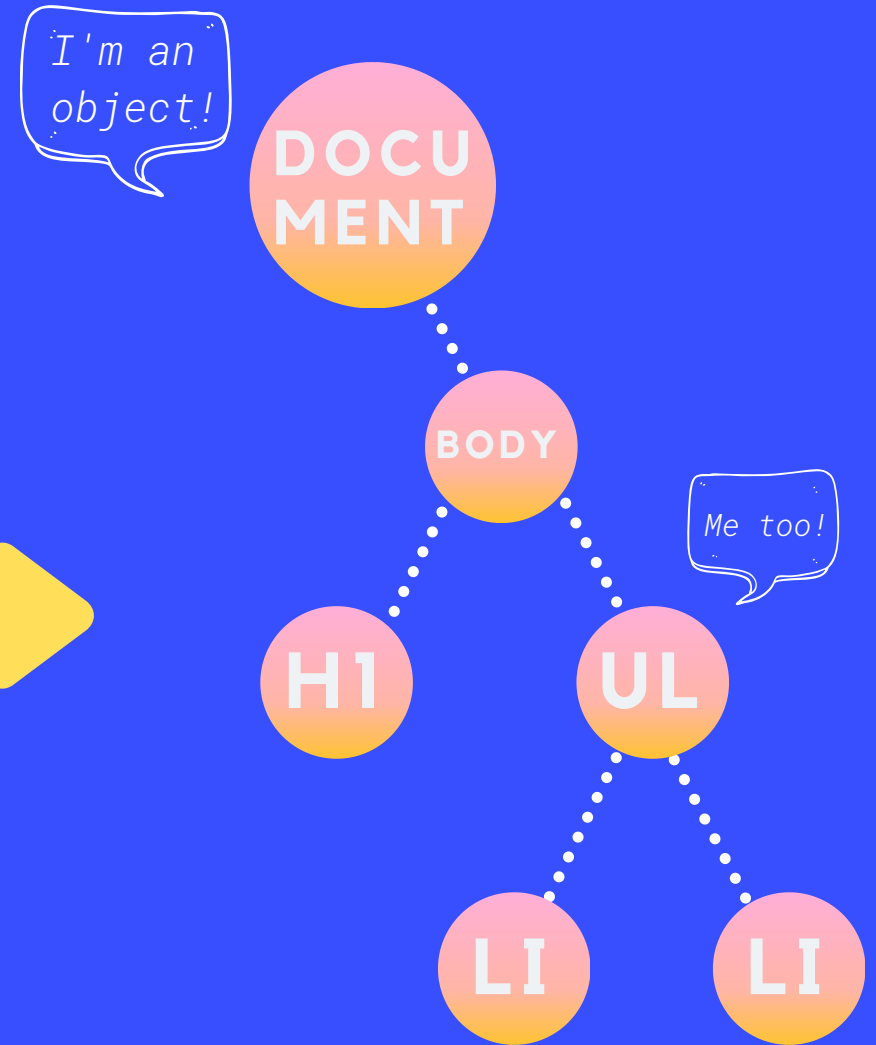
HTML+CSS Go In...

JS Objects Come Out




```
<body>
  <h1>Hello!</h1>
  <ul>
    <li>Water Plants</li>
    <li>Get Some Sleep</li>
  </ul>
</body>
```

HTML+CSS Go In...



JS Objects Come Out

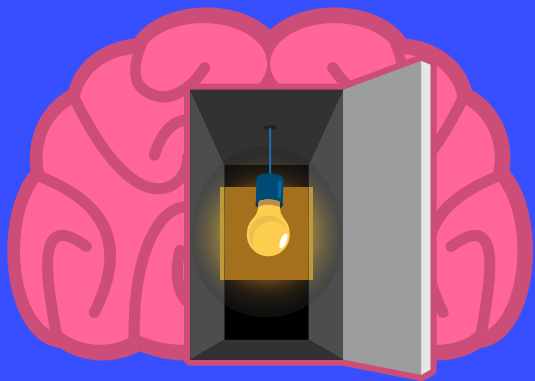
Let's start with the...

DOCUMENT

OBJECT

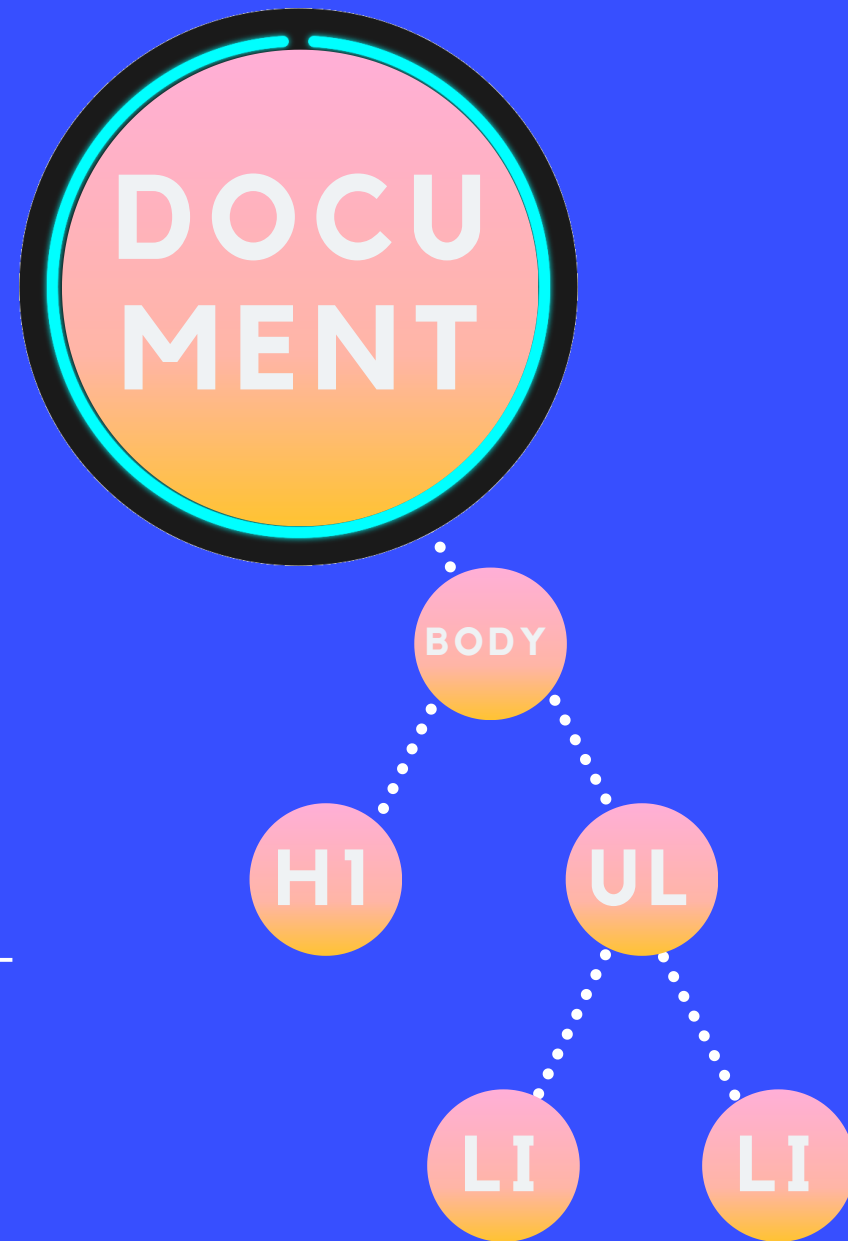
MODEL





DOCUMENT

The document object is our entry point into the world of the DOM. It contains representations of all the content on a page, plus tons of useful methods and properties



SELECTING



1

SELECT

2

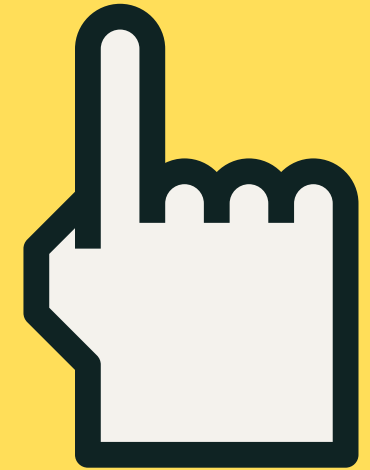
MANIPULATE



SELECTING



- getElementById
- getElementsByTagName
- getElementsByClassName



querySelector

- A newer, all-in-one method to select a single element.

```
//Finds first h1 element:  
document.querySelector('h1');  
  
//Finds first element with ID of red:  
document.querySelector('#red');  
  
//Finds first element with class of  
document.querySelector('.big');
```



querySelectorAll

Same idea , but returns a collection of matching elements



SELECT



MANIPULATE

















PROPERTIES & METHODS

(the important ones)

- `classList`
- `getAttribute()`
- `setAttribute()`
- `appendChild()`
- `append()`
- `prepend()`
- `removeChild()`
- `remove()`
- `createElement`



- `innerText`
- `textContent`
- `innerHTML`
- `value`
- `parentElement`
- `children`
- `nextSibling`
- `previousSibling`
- `style`

EVENTS

Responding to
user inputs
and actions!



A SMALL TASTE

- clicks
- drags
- drops
- hovers
- scrolls
- form
 submission
- key presses
- focus/blur



- mouse wheel
- double click
- copying
- pasting
- audio start
- screen resize
- printing

addEventListener

Specify the event type and a callback to run



```
const button = document.querySelector('h1');  
  
button.addEventListener('click', () => {  
  alert("You clicked me!!")  
})
```